

ABSTRACT

The A gaming apparatus of the present invention comprises including a variable display unit configured to variably display a plurality of symbols, a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit, a backlight, which is set in the front side display unit ~~in order~~ to light up the symbols displayed by the variable display unit, an internally winning prize determiner configured to determine an internally winning prize, and a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner, ~~and wherein a~~ A prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.